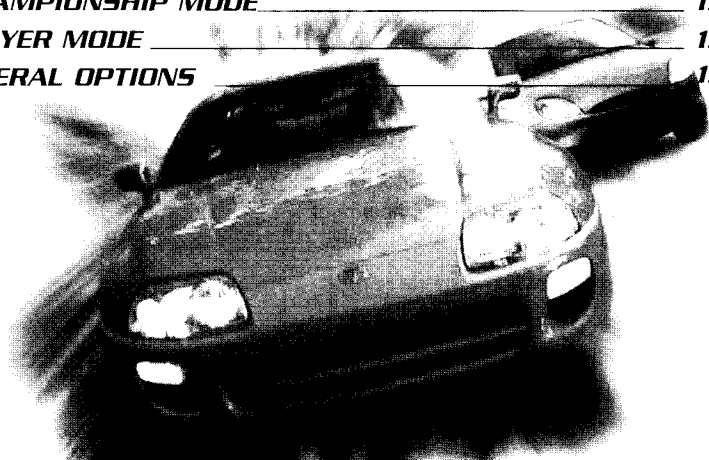


**THE GAUNTLET HAS BEEN THROWN DOWN.
THE CHALLENGE HAS BEEN ACCEPTED. THE WORLD'S GREATEST MOTOR
MANUFACTURERS WILL COMPETE AGAINST EACH OTHER IN A GLOBE
SPANNING AUTO DUEL TO PROVE THE SUPERIORITY OF THEIR CARS.
THIS IS C3 RACING - CAR CONSTRUCTORS CHAMPIONSHIP.**

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STARTING THE GAME

1. Ensure your PlayStation is set up as shown in your PlayStation manual.
2. Insert the **C3 RACING** disc.
3. Switch on your PlayStation. After a few seconds, the PlayStation logo will appear and the game will begin to load.
4. Once the Publisher, Developer and introductory animations have finished, select the desired language option and you will be taken to the main title screen.
5. Press the START button to enter the Main Menu Screen.

Note: To skip each part of the introductory animations, press the START button or the X button.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

PLAYING C3 RACING

DEFAULT CONTROLS - Controller

- DIRECTIONAL BUTTON LEFT** - steer left
DIRECTIONAL BUTTON RIGHT - steer right
DIRECTIONAL BUTTON DOWN - rear view

- X BUTTON** - accelerate
□ BUTTON - brake/reverse
○ BUTTON - handbrake

- L1 BUTTON** - toggle headlights high beam/off/low beam
R1 BUTTON - replace car on track

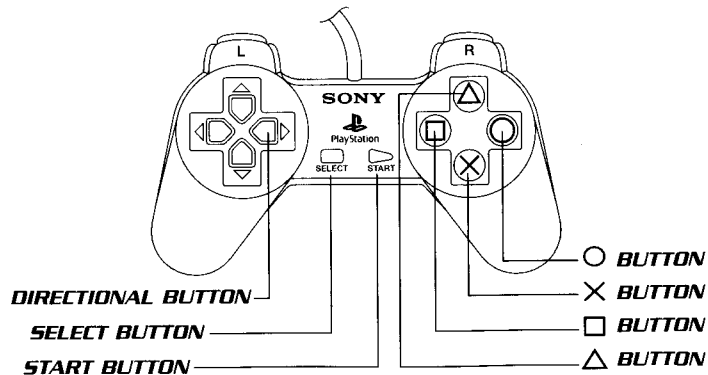
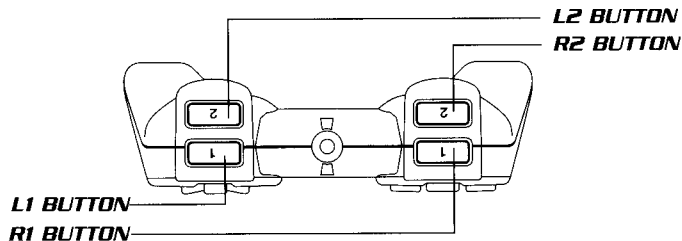


R2 BUTTON - up gear (manual transmission only)

L2 BUTTON - down gear (manual transmission only)

SELECT BUTTON - change view

START BUTTON - pause game and access in-game options menu



DEFAULT CONTROLS - Type A - Analog Controller and Analog Controller (DUAL SHOCK)

RIGHT STICK - accelerate/brake/reverse

LEFT STICK - steer left/steer right

○ BUTTON - replace car on track

DIRECTIONAL BUTTON UP - toggle headlights high beam/off/low beam

L1 BUTTON - rear view

R1 BUTTON - handbrake

R2 BUTTON - Up Gear (manual transmission only)

L2 BUTTON - Down Gear (manual transmission only)

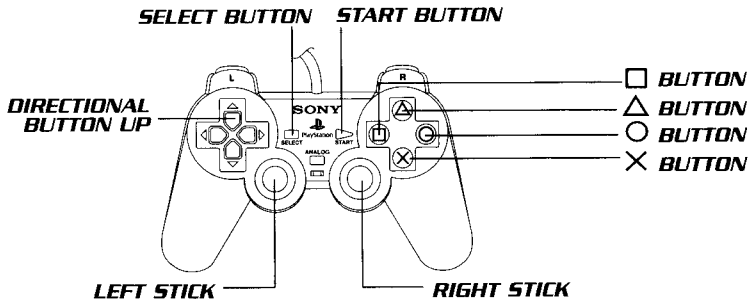
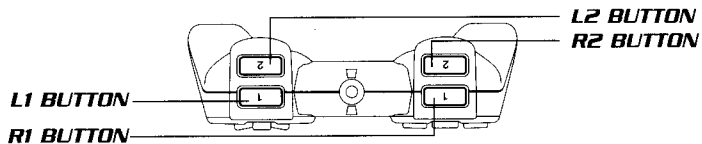
SELECT BUTTON - change view

START BUTTON - pause game and access in-game options menu

C3 also supports the use of neGcon™ and all official Playstation Steering wheel peripherals.

Note: these controls may be changed by selecting the **CONTROLLER CONFIGURATION** option from within **GENERAL OPTIONS** on the Main Menu Screen.

To view the default controls for the Analog Controller, neGcon and Mad Catz peripherals, enter the Controller Configuration in the General Options menu.





RACE!

Once the intro has finished you will be asked to select the language you wish to use. Highlight the desired option and press the **X** button.

CS RACING will now check to see if there is a Memory card inserted into Memory card slot 1 and display a brief message regarding the status of it.

CS RACING only uses the Memory card that is inserted into Memory card slot 1.

Please note: Without a Memory card, you will be unable to save your game.

CS RACING will allow you to save 1 Game file and up to four Replay files on each memory card. 1 Block is required for each **CS** save. For more information on saving and loading see page 21.

THE MAIN MENU

You will now be presented with the Main Menu.

There are several options available:

- **ARCADE MODE**
- **CHAMPIONSHIP MODE**
- **PLAYER MODE**
- **GENERAL OPTIONS**
- **LOAD**
- **SAVE**
- **RACE RECORDS**

Each of these options is covered in the following section.

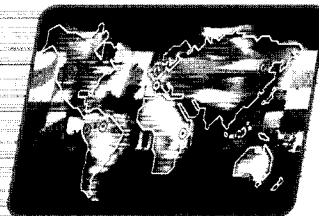


ARCADE MODE

This is the quick play option for players interested in simply racing. Select this option and you will be presented with the World Map, from which you may select your race. As you progress through the game, more courses and cars will be unlocked, but at the beginning of the game, you may only choose to race in ancient Peru or the wilderness of Africa.

THE WORLD MAP

Move the cursor around the map until you find the location you wish to race at then select it by pressing the **X** button.



If the selected course is locked you will hear an appropriate sound to indicate so.

If more than one track is available at that location, you will be able to cycle through the variant tracks using the up directional button and the down directional button before pressing the **X** button to select the track variation you wish to race on. You will then be taken to the Car Selection Screen.



THE CAR SELECTION SCREEN

Before you begin racing, you need to select your car.

C3 RACING features some of the latest and greatest cars from the world's most famous manufacturers and now you have the chance to drive these examples of automotive excellence.

You may cycle through the available cars using the left directional button and the right directional button. The current car will be displayed in the centre of the screen together with the Car Options. As well as selecting the model of car, you may select Manual or Automatic Transmission (by pressing the ☐ button to switch between modes) or view the Car Statistical Profile (by pressing the ☐ button). Press the button to return to the Car Selection Screen.

When you find a car you are happy with, press the button to select it. Once you have selected your car, you will be taken to the Race Menu.

Note: Cars that are blacked out are not currently available.



THE RACE MENU

The selected car will appear on this screen, together with 3 options.

RACE - TEST TRACK - TIME TRIAL

You may also select to view your speed during the game in MPH or KM/H using the

☐ button, and switch the rear-view mirror

on or off using the ☐ button (note: once the

mirror is set to on or off, it cannot be changed during the race).

RACE

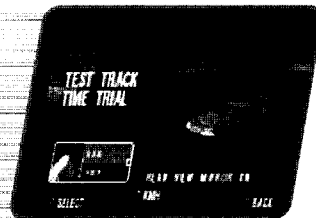
This option takes you to the heart of the challenge. Select it only when you are ready to prove your skills!

TEST TRACK

You may wish to test the performance of your car before racing and you may do so using this option. Instead of starting the race, you will be taken to the Testing Track, where you may examine all aspects of your car's performance as you drive around a circuit that combines on-road with off-road terrain, a skid pan and much more. You may also use the Test Track to refine your cars' set-up prior to each race in the Championship (see p. 15). When you are finished putting the car through its paces, press the START button highlight the Quit Option on the menu displayed and press the button to leave the Test Track.

TIME TRIAL

In this mode, you race against the clock and attempt to set the quickest lap possible. There are no other competitors.

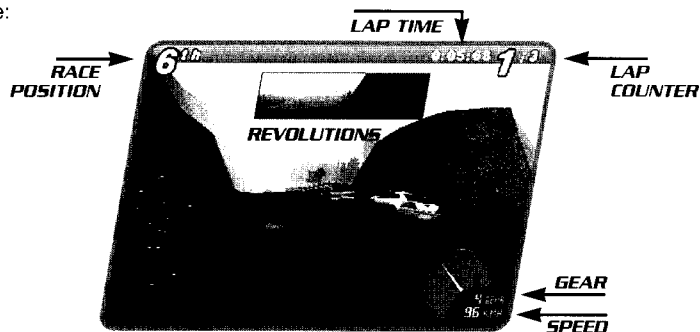


THE RACE

Once you have made your selections, the race will begin.

INSTRUMENTATION

The on-screen displays show a number of key elements. They are:



Note: the rear-view mirror only appears when you play using the in-car view (providing the option to display it is set to ON).

Once the race is over, you will be shown a Replay of the race. You may skip this by pressing the START button.

FINISHING THE RACE

Once you have finished your race, you will be presented with the Post Race Menu, unless you set a Lap Record or a Race Record, in which case, you will be asked to enter your name.

RACE RECORDS

This option displays details of the 'Fastest Lap Times' and the 'Fastest Race Times' for all of the tracks. If you set Record, it will be shown here.

RE-RACE

If you are unhappy with your performance during the race, you may repeat the same race with the same car by selecting this option.

CHANGE CAR

You may want to experiment with a different Construction Team. To do so, select this option and you will be presented with the Car Selection Screen (see page 10).

NEXT RACE

This option takes you to back the World Map, where you may select a different track to race on. Note: you are limited to the number of tracks you may select when the game starts, but more are unlocked as you progress.

SAVE

Highlight and select this option to save your current arcade standing along with any race records that you may have set. You may also save a Replay if you have finished a race. For more information on saving and loading (see page 21)

MAIN MENU

This option will exit the Arcade Mode and take you back to the Main Menu. Highlight the Main Menu option and Press the X button to exit Arcade Mode.



WINNING IN ARCADE MODE

If you finish a track in first place, you will unlock the next track in the game's progression and it will become available for you to select from the World Map. To complete the Arcade Mode Challenge, you must finish in 1st place in every race and thus, unlock all of the tracks at every location! This is also true in 2 Player mode - if either player finishes in 1st place, the next race will be unlocked.

As you progress through Arcade Mode, additional cars will also be revealed.

FINISHING THE RACE (CHAMPIONSHIP MODE)

Your goal is to finish in as high a position as possible and gain as many Championship Points as you can.

Race Points are awarded as follows:

Position	1 Player Mode	2 Player Mode (if best lap time is beaten)	2 Player Mode (if best lap time is not beaten)
1 st POSITION	10 POINTS	10 POINTS	3 POINTS
2 nd POSITION	6 POINTS	6 POINTS	1 POINT
3 rd POSITION	4 POINTS		
4 th POSITION	3 POINTS		
5 th POSITION	2 POINTS		
6 th POSITION	1 POINT		

Once the race is over and Replay is over, you will be presented with the Car Constructors Championship Table.

CHAMPIONSHIP MODE

THE 4 CHAMPIONSHIP CLASSES

In order to create the most realistic racing game possible, **C3 RACING** divides the available cars into 4 Championship Classes. After all, it would be unrealistic to expect a standard GTI car to compete with a top-class performance sports car!

You begin in the GTI Amateur Class. You may only select either the Renault Clio or the Nissan Micra to begin with. However, you should know that just because these cars aren't top of the range sports cars, it doesn't mean they're not fast! You'll be surprised how competitive they can be.

C3 RACING Championship consists of 4 Seasons, listed below in order of difficulty:

GTI Amateur - 5 Races / GTI Pro - 10 Races

High Performance Amateur - 5 Races / High Performance Pro - 10 Races

Success in the previous Season allows you to move up to the next Season and, if you wish, select a new Car Constructor to represent. Note: the more points you score during the Season, the more Constructors become available for you to select Cars from, so even if you don't finish the Season in 1st place, you will still be rewarded for your efforts.

To enter a championship, highlight the season you want to compete in and press the **X** button. You will now be taken to the Car Selection Screen.

Please Note: If a season hasn't been unlocked yet then you will hear an appropriate sound to indicate so, if you try to select it.

For details of how to select your car, see the Car Selection Screen (see p.10).

Once you have selected your car, you are given the same options as those covered in the Race Menu (see p.12) and when you select the RACE option, you will automatically be entered into the first race of the Season.

**UNLOCKING NEW CONSTRUCTORS**

In order to unlock other Constructors, thus making their cars available to you, you must score a fixed number of points in each Championship season. Note that if you win the Season, all cars in that class are automatically unlocked.

• GTI CLASS**AMATEUR CLASS**

FINAL NUMBER OF POINTS	6	12	18	24
NUMBER OF CARS UNLOCKED	3	4	5	6

PROFESSIONAL CLASS

FINAL NUMBER OF POINTS	25	30	35	40	45
NUMBER OF CARS UNLOCKED	2	3	4	5	6

• SPORTS CLASS**AMATEUR CLASS**

FINAL NUMBER OF POINTS	10	15	20	25
NUMBER OF CARS UNLOCKED	3	4	5	6

PROFESSIONAL CLASS

FINAL NUMBER OF POINTS	30	35	40	45	50
NUMBER OF CARS UNLOCKED	2	3	4	5	6

FINISHING THE RACE

Your goal is to finish in as high a position as possible and gain as many Championship Points as you can.

Race Points are awarded as follows:

1ST POSITION	10 POINTS
2ND POSITION	6 POINTS
3RD POSITION	4 POINTS
4TH POSITION	3 POINTS
5TH POSITION	2 POINTS
6TH POSITION	1 POINT

Once the race is over and Replay is over, you will be presented with the Car Constructors Championship Table.

THE CAR CONSTRUCTORS CHAMPIONSHIP TABLE**THE CHAMPIONSHIP POSITION TABLE**

Each of the six teams competing in the Car Constructors Championship gain points for competing in each race, the amount allocated depends upon their finishing position. The Car Constructors Championship Table displays this information and your ultimate goal is to finish the Season on top of the Championship Table.

Once you have studied the Table, press the **X** button and you will be taken back to the Championship Menu.

CHAMPIONSHIP POSITIONS						
GTI AMATEUR						
RANK	RACE	POS	CAR	TEAM	PTS	POINTS
1	1	1	RENAULT MESURE	100	10	10
2	2	2	NISSAN ALMORA	100	6	6
3	3	3	FIAT PRIMA	100	4	4
4	4	4	MAZDA RGT	100	3	3
5	5	5	SEAT X-1000	100	2	2
6	6	6	NISSAN MICRA	100	1	1
LEADER				POINTS REMAINING 10000000		



THE CHAMPIONSHIP MENU

After each race, you are given the opportunity to select any of the following options:

CHAMPIONSHIP TABLE

This option displays the Championship Positions table as described above.

RACE RECORDS

This option displays details of the Fastest Lap Times and the Fastest Race Times for all of the tracks. If you set Record, it will be shown here.

NEXT RACE

This option takes you to the next venue and continues the Championship battle.

SAVE

You may save your progress during the Championship or the Replay of the last race you competed in by selecting this option.

Please note: you must have a Memory card inserted into Memory card Slot 1 to use this option. For more details on Saving, see page 21.

ABANDON CHAMPIONSHIP

This option quits the Car Constructors Championship and returns you to the Main Menu.

Please note: If you abandon the championship and don't save it then you will lose your current championship standing.

WINNING THE CHAMPIONSHIP MODE

In order to win the Car Constructor's Championship, you must score more championship points than your rivals over the Season. If you are successful, you will be promoted to the next Championship Class, where the competition becomes tougher and the cars faster...



PLAYER MODE

If you have 2 Controllers you may play **C3 RACING** against a human opponent. To do so, make sure that you have a Controller inserted into controller port 1 and another inserted into controller port 2. Using the controller in controller port 1, highlight Player Mode and press the X button to enter the Player Mode menu.

PLAYER MODE MENU

There are two modes of play available: 1 Player (default) or 2 Players (Split-screen). Highlight the desired option and press the X button to select the mode of play you wish to employ. Note: if only one Controller is connected, you cannot select the 2 Player option.

GENERAL OPTIONS

There are a number of non-game options you may wish to adjust.

To do so, highlight General Options and press the X button to enter the General Options menu.

GENERAL OPTIONS MENU

You will now be able to configure certain aspects of the game to suit. Each is described in detail below.

CONTROLLER CONFIGURATION

C3 RACING supports a number of peripherals. When you select this option, the attached peripherals will be detected automatically and displayed on screen. There are 4 different configurations for each peripherals (referred to as Type A, B, C or D) and you may select whichever one suits you best. As you highlight each variation, the control specifications will be displayed on-screen. Once you have found the right control set-up, press the X button.

Note: some Analog peripherals may need calibrating. If this is the case, you will automatically be taken to the Controller Calibrate screen where you may set up your controller.





SOUND OPTIONS

You may wish to adjust the balance of sound effects to music or vice-versa. You may do so by selecting this option. You may also select Mono or Stereo sound.

SCREEN OPTIONS

There are a number of options you may change that will affect the screen display.

- **ADJUST SCREEN:** You may wish to reposition the screen display. Select this option, and then use the directional buttons on the controller to move the screen position. When you are happy with the position, press the **X** button to set.

There are also 3 display modes. These are:

- **NORMAL:** This is the default mode. Use this if you have a "normal" Television display.
- **WIDESCREEN:** **C3 RACING** supports Widescreen televisions. Select this option if your Television can support this mode.
- **WIDE:** This mode simulates Widescreen mode on a Normal TV and allows you to play **C3 RACING** in hi-res.
- **ACTIVE CAMERA ON/OFF:** This option enhances the realism of the game by tilting the camera as it tracks your car. You may switch it on or off using this option.

LANGUAGE

You may change the language used on each menu screen. Select this option and make your choice from the languages listed.

CREDITS

Select this option to view the production credits, listing the team responsible for **C3 RACING**.

LOAD

You may load a saved game or a Replay from a Memory card in Memory card slot 1 by selecting this option. To load a previously saved game or saved replay, make sure you have the correct Memory card inserted into Memory card slot 1. Highlight the Load option and press the **X** button. You will now be presented with all the **C3 Racing** saves on the Memory card. Highlight the **C3** file you wish to load and press the **X** button to perform the loading action. Once loading is complete, press the **X** button to continue. You will then be taken to the point at which you last saved the game. All race times will be loaded along with your saved Arcade and championship standings. Also, any General Options that may have been saved will also be loaded.

Note: if you load a *Replay*, it will play once loading is completed.

Note: *Car Constructor Set Up* data will also be loaded with your saved game, so any adjustments you have made to a car will be retained.

SAVE

You may save your **Game** or **Replay** to Memory card for later use by selecting this option from the main menu. Alternatively, you may select this option after you have competed in a race. To save either a **Game**, including your fastest times and configuration settings or a **Replay**, first, make sure you have a Memory card inserted into Memory card slot 1. Highlight the Save option and press the **X** button. If you have an unformatted Memory card inserted into Memory card slot 1 at this point, the software will ask you if you want to format it. Follow the on-screen prompts to do so. You will now be presented with a list of available blocks in which to save.



Note: **C3** will allow you to save one **Game** file (which includes fastest times and configuration settings) and up to four **Replay** saves on one **Memory** card. Each **C3** save, whether it be the **Game** file or one of the available **Replay** files will use one **Memory** card block on your **Memory** card.

Highlight the appropriate **C3** save block and press the **X** button to save. If you wish to exit the save mode press the **△** button.

If you attempt to save onto a **C3** Save that already contains **C3** saved data then you will be asked if you want to overwrite the existing **C3** save. Highlight **YES** and press the **X** button to overwrite the existing data, otherwise make sure **NO** is highlighted and press the **X** button to exit the save mode.

Note: you may only save a **Replay** immediately after watching it - beginning a new race will erase the **Replay** from memory and you will not be able to use this option to save it.

Note: All Car Set-up data can also be saved, so any adjustments you make to your car will be saved onto your **Memory** card when you save your game. All Vehicle set-ups will be loaded when you load back in the previously saved game.

WARNING: It is possible to destroy saved data during saving if the **PlayStation** is reset, power is turned off, or the **Memory** card is removed.

RACE RECORDS

You can view the fastest race times and the Fastest Lap times for every track and who set the record by using this option. To enter this option highlight **Race Records** and press the **X** button.

Once in the menu use the **Directional** button **Left** and the **Directional** button **right** to cycle through the **Race Records** at each track location.

GB

ADJUSTING THE CAR CONSTRUCTOR SET UP

As you progress through the **Championship Mode**, you will unlock more aspects of the **Car Constructor Set Up** which will allow you to modify the car to suit your driving style and improve your chances of success.

When a new **Set Up Option** is unlocked, you may adjust it prior to racing. In order to test the **Set Up**, you may use the **Test Track Option** (see p.11) and examine the **Set Up** until you are happy with the way the car performs.

To adjust a set up option, simply use the **up** and **down** directional button to highlight the desired option, then use the **left** and **right** directional button to adjust the setting level. Once you have finished adjusting your car, select the **Quit Set-Up option**.

When a game is saved, the **Car Constructor Set Up** is also saved to **Memory** card. This allows you to trade your best car set ups with friends by swapping **Memory** cards.



THE TRACKS

AFRICA

The sun-dried plains of the Serengeti provide the setting for this gruelling road race over a mixture of dirt track and single-track road. The other side of Africa is also explored via routes that take you deep into the untamed forest, past unpredictable rivers, the Victoria Falls and miles of harsh terrain.

CHINA

The Great Wall of China is the only man-made object that can be seen from the Moon and one of the Seven Wonders of the World. It was built to hold back the conquering hordes of the Khan and forms a stunning background to this racing level. Driving over dirt tracks with a wide expanse of land at either side of the road, China offers you a unique racing challenge: take the well-worn path, or venture off-road to seek out shortcuts and alternate routes. These may bring you a time advantage over your opponents or deep into higher levels of danger.

Paddy fields abound on a largely horizontal level, allowing the cars to perform to the maximum of their ability, reaching high speeds not found on other levels.

INDONESIA

Indonesia is a beautiful and dangerous location, providing stunning backdrops for a difficult drive over road and track, cut through barely contained jungles and swamps. Racing around twisting and winding roads, you will encounter ancient temples, ruins and the palaces of long forgotten kings. But watch out for those bankings.

USA

The vast expanse of the Great Divide provides the backdrop for terrain carved out of solid rock by the elements.

Pulling off the hard top of the rural interstate, you pass through an old mining town before cutting through Monument Valley and the Grand Canyon. This section of road is wild and twisting and involves driving through shallow sections of the fast flowing Colorado River. (Sure, it's dangerous, but it's one way of washing the mud off your car!)

Once out of Death Valley, the track passes back past the railroad before you build up speed for the return to tarmac.

BRAZIL

The mysteries of the Brazilian rainforest await you as your car is pushed to the limit in a racing level that exhibits some of the most extreme conditions in the world. Great skill is required to negotiate a way through virgin forest that borders the mighty Amazon River.

PERU

Follow the Inca trail into the high Andes... Starting in Huanacane on the shores of Lake Titicaca, this track takes you through the rolling lowlands and into the foothills of the Andes, the spine of South America. Passing rapidly over a track of loose red earth, you pass peasant villages before climbing into the forgotten city of the Incas, shrouded in mystery...

ROME

Relive the last days of the Empire as you match the ancient charioteers and battle your opponents as you power away from the Palantino and race into the back streets of Rome to the Circus Maximus. The Rome levels will test your driving skills to the extreme by combining high-speed straights, 90-degree bends and water edged roadways. You came, you saw. Will you conquer?



NORWAY

300km above the Arctic Circle, the terrain is barren, remote and unforgiving. The perfect challenge to man and machine.

The race begins in Tromsø, bounded by a mountain fjord and demanding skilful driving on a dangerously slick road surface. Norway is a country of rapid changes in elevation combined with deceptively long and sweeping curves where you'll be tempted to push the car to its limits over the black ice and tarmac surface.

MONACO

Monaco - playground of the rich and no stranger to automobile exotica.

Start by winding through cliff top roads, through 180° hairpin bends and rapidly descend to the sun-kissed shores of the Mediterranean. Once on the quayside, you'll drive on smooth roads past the harbours of luxury yachts, casinos and cafes before taking the legendary F1 tunnel to the far side of town.

UNITED KINGDOM

Northumbria - home of Hadrian's Wall and the austere land that could not be conquered by the Ancient Romans.

High speeds can be achieved along the great straight road built by the Romans in the 1st Century AD to service the Roman Wall, but you'll need to be wary of hidden crests, hump-back bridges and limited ground clearance while at high speed. You'll drive past uniquely coloured stone-built villages before taking a twisting B-road into Kielder, the biggest man-made forest in the world, surrounded by the biggest man-made reservoir in Europe.

The UK track combines modern roads with small sections of twisting forest trails that you can only conquer with caution and skill.